

DECKSTAR ULTRA METALS — STANDARD EDITION

USER MANUAL

Thank you for purchasing the Deckstar Ultra Metals: Brushed & Polished Texture Pack (Standard Edition)!

This pack includes:

- 8 Diffuse Maps
- 8 Height Maps
- 8 Normal Maps
- Full-perm creator rights (Copy / Modify / Transfer for next owner)

1. INSTALLATION

1. Rez a prim or use a mesh object.
 2. Open the build window (CTRL+3).
 3. Apply any Diffuse texture under the "Texture" tab.
 4. Apply the corresponding Normal Map and Height Map under "Materials."
 5. Ensure ALM (Advanced Lighting Model) is enabled for full effect.
- Preferences → Graphics → Check "Advanced Lighting Model."

2. USING TEXTURES IN CREATIONS

These textures are full-perm for creators. You may:

- Use them in any builds you sell.
- Use in personal or commercial products.
- Apply them to mesh, prims, or sculpts.

You may NOT:

- Resell the textures as standalone textures.
- Give away the textures full-perm.
- Upload them to third-party platforms.

3. OPTIMAL MATERIAL SETTINGS

Recommended:

- Glossiness: 25–65 depending on metal type
- Environment intensity: 5–40
- Normal intensity: 1.0
- Height/Specular scale: 1.0

4. INCLUDED METALS

1. Gold Brushed
 2. Gold Polished
 3. White Gold Polished
 4. Black Titanium
 5. Gunmetal
 6. Silver Brushed
 7. Silver Polished
 8. Copper Brushed
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5. PERMISSIONS

Textures:

- Modify: ✓
- Copy: ✓
- Transfer: ✓

Next Owner:

- Modify: (optional for you to set on your products)
 - Copy: recommended for your customers
 - Transfer: recommended for selling products
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6. SUPPORT

For help, IM **Deckstar** in-world.

Extended & Ultra Editions coming soon!

Thank you for supporting Deckstar Creator Tools!